



Current Military Needs

War Gaming Department Perspectives

Connections 2008

Stephen Downes-Martin, Ph.D.

Professor, Center for Naval Warfare Studies

401-841-6933

stephen.downes-martin@nwc.navy.mil

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US Naval War College's War Gaming Department & Center for Naval Warfare Studies

- Strategic Level Work
 - Ongoing work gaming and researching strategic problems for the CNO
- Operational level war games supporting professional military education
 - JFMCC Course
 - Maritime Operation Center
 - Naval Operational Planners Course
 - Junior and Senior curriculum war games
- Direct support to the fleet
 - Policy games NAVEUR/6th Fleet
 - Staff training for 6th Fleet
 - Engagement games for NAVCENT/5th Fleet, PACFLT/7th Fleet
 - Ballistic Missile Defense games for 2nd/3rd Fleets
 - Interagency Maritime Homeland Security/Homeland Defense games
- International gaming
 - Russian Naval Academy game series
 - Western Hemisphere games
 - Canadian Forces College war game seminar
 - Japanese Maritime Self Defense Force games
- Classified and Unclassified



Factors that Influence Wargaming



Factor	Past	Current/Future
Executions	Many	Few
Domain	Physical	Social
Scope	Detailed	Comprehensive
Level	Tactical	Strategic
Adversary	Symmetric Doctrinaire/Centralized	Asymmetric Decentralized
Technology	Old	New
Strategy	Attrition	Effects

Matt Caffrey – Insights from the History of Wargaming 2005



Some Identified Needs / Shortfalls

- Strategic and Operational Issues
- Fit with DIME
- Peer / Near Peer Competitors
- Irregular Warfare / 4th Generation Warfare
- Super empowered individuals
- Information Warfare
- Deterrence
- Global warming
- Humanitarian assistance / Disaster relief
- Cooperation with large numbers of foreign forces
- ...



Navy Title X War Game

Overview Brief

12 March 2008

Preliminary Approaches

Don Marrin

Professor, War Gaming Department

401-841-2246

don.marrin@nwc.navy.mil



Navy Title X War Game History

- Conducted annually through 2001 as “Navy Global War Game”
 - Operational-level (JTF)
 - Planning and Execution running concurrently
 - Running clock-style game
 - Real time, with time jumps



Reinitiating Navy Title X War Gaming

- Reinitiating Navy Title X War Gaming
 - In response to identified shortfall
 - Lack of venue to examine strategic & operational issues
- Strategic-level game 4-8 Aug 2008
- Operational-level game in July/Aug 2009



Situation

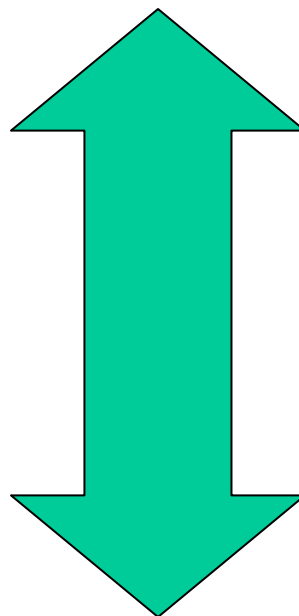
- New maritime strategy commits the Navy to deploy combat credible forces in potential sea denial zones
- New maritime strategy commits the Navy to distribute capabilities widely to promote global maritime partnerships and generate global maritime situational awareness to improve maritime security and create a better peace.
- Current programs and concepts may not align well with maritime strategy



Implementing the Strategy

Maritime Strategy

**Naval
Operating
Concept**



**'08 and '09 games
provide the
“bridge”**

**Navy Strategic
Plan**



2008 Game Purpose

- Develop insights regarding the capabilities, capacities, and risks associated with the Maritime Strategy, in order to focus follow-on capabilities analysis and inform investment priorities.
- Connect tenets of maritime strategy to future concept development and the Navy Strategic Planning Process



2008 Game Objectives

1. Provide insights into how the future Navy must align with the maritime strategy, wrt:
 - Future maritime missions
 - Capabilities needed to carry out future maritime missions
 - Required future strategic characteristics of the Navy

Note: This game will not be able to introduce and validate specific force structure options, but should provide a basis for defining some of those options and associated concepts.



2008 Game Objectives

2. Examine how operational execution of the maritime strategy could actually affect the future strategic environment (i.e., how it achieves declared objectives.)
 - How closer maritime relationships could affect key international disputes
 - Explore assumptions regarding cause and effect mechanisms regarding the prevention of war among major powers (deterrence, engagement, etc)
 - How might potential adversaries (including non-state actors) respond to the maritime strategy



2008 Game Objectives

3. Provide insights into how execution of the maritime strategy can be enhanced by the incorporation of joint, interagency, and coalition capabilities, as well as how participating organizations can benefit from the strategy.
 - Provide insights into the compatibility of future Service and Joint concepts
 - Identify concept and capability gaps
 - Discover potential strategic partnerships



2008 Preliminary Game Design

Phase I: Participants work in alternative possible futures, circa 2020/2025

- How to accomplish the 6 strategic imperatives in those futures
- Explore implications against operational and strategic contexts (how do the imperatives look in different regions?)

Phase II: Participants revert to the present (circa 2008)

- Identify transition/implementation paths, impediments and enablers to shape those futures to be advantageous to us

Phase III: Each seminar out briefs findings in a plenary session



2008 Preliminary Game Design Outstanding Issues

- Mechanics/process within each seminar/cell
- Seminar/cell format
 - Geographic, functional, ?...
- Seminar/cell composition
 - Identify appropriate skill sets / expertise
 - Identify appropriate mix
- Game classification
 - Objectives require both Classified and UNCLAS play/discussions



Backup Slides



Alternative Future Uncertainties

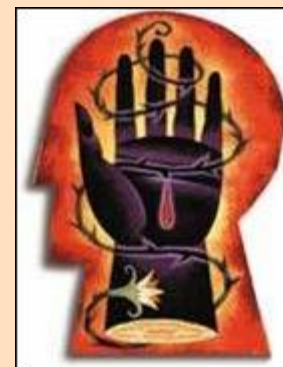
Will resource rivalry increase and lead to geopolitical conflicts?

- What resources are available? Are they shared?
- What breakthrough technology (if any) will be introduced? Hydrocarbon or alternative?
- Will there be a collaborative effort to tackle global warming?
- What will happen to the price of oil? How will this influence energy investments?



To what extent will religious extremism be a threat to national security?

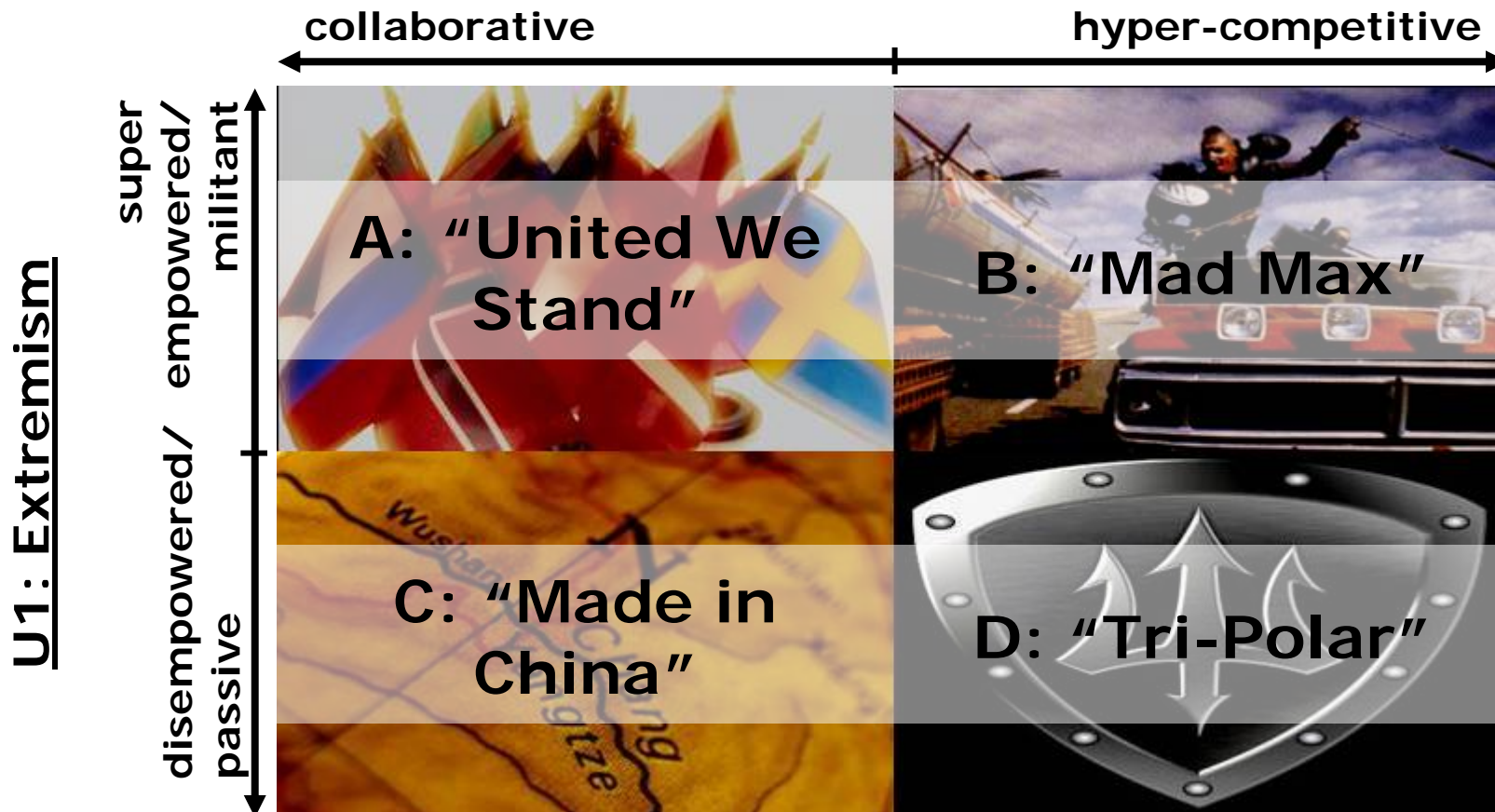
- How will we continue the fight on war on terror?
- Will there be a collaborative effort to fight fundamentalism?
- To what extent will fundamentalists have control over power?
- Will CBW be used?
- What drives fundamentalists?
- Is extremism nation-state or non-state driven?





Alternative Futures Matrix

U2: Resource Rivalry





Alternative Futures High Level Summary

United We Stand

Situation

- **Resource rivalry**
 - Nation states collaborate
 - Alternative energy innovations lower the pressure on fuel supply
- **Extremism**
 - Gaining global support
 - Coordinated attacks continue
 - "Fear factor" increases
- **Globalization**
 - Economy is recovering from energy poverty
 - BRIC growing slowly
 - Increasing gap between "have" and "have-nots"

Challenge

- **Displacement Challenge**
 - Increasing (global) terrorist support
 - Security main issue
 - Rising global (economic) powers
 - OPEC countries are distressed

■ *U.S. Position*

- *Economy has recovered*
- *Dominating military force*
- *Leading global collaboration efforts on climate change and terrorism*
- *Important role in innovations*
- *Still fighting "Anti-U.S." pockets*

Mad Max

Situation

- **Resource rivalry**
 - Extreme competition
 - Increased geo-political conflict
 - High oil prices
- **Extremism**
 - Civilians and strategic assets attacked
 - U.S. companies under threat
- **Globalization**
 - Coalition against U.S.
 - Globalization model slowing down
 - Russia and Asia increase in power

Challenge

- **Displacement Challenge**
 - Geo-political threat
 - Nuclear threat
 - Terrorist threat
 - Asia and Russia dominate
 - Pandemic
 - Climate change

■ *U.S. Position*

- *Economy slowing down*
- *U.S. isolates*
- *Asia source of innovation*
- *Limited funding availability*
- *Losing global power*
- *Military and terrorist conflict*

"Made in China"

Situation

- **Resource rivalry**
 - Meet energy need
 - Energy security checked
 - Hydrocarbon innovations
 - Deep sea drilling challenges
- **Extremism**
 - Political shifts lead to reduction
 - Less violent
 - Political voice
- **Globalization**
 - Free flow of goods, services, and labor
 - BRIC growing rapidly
 - China dominates

Challenge

- **Displacement Challenge**
 - Sharing power with China
 - Joint forces
 - Disruptive innovations
 - Climate change unchecked; disagreement on how/if to solve

■ *U.S. Position*

- *Economy OK but losing ground on China*
- *Asia is the source of innovation*
- *Less need for military power*
- *Workforce shift to Asia*

Tri-Polar

Situation

- **Resource rivalry**
 - Serious shortage of supply
 - Energy Innovations not shared
- **Extremism**
 - Initial attacks on infrastructure
 - Early collaborative effort to fight the war on terror succeed
- **Globalization**
 - Hindered
 - Many nations face recession
 - Trade blocks have risen

Challenge

- **Displacement Challenge**
 - Resource shortage
 - Energy poverty
 - Peer competitor groups
 - Cold War
 - Innovation ownership
 - Country collaboration

■ *U.S. Position*

- *Economy slowing down*
- *Alignment with India*
- *Reduction in U.S. skilled labor*
- *Difficulty to protect sea-lanes*
- *Military conflict*



The Six Strategic Imperatives

- Regionally Concentrated, Credible Combat Power
 1. Limit regional conflict with forward deployed, decisive maritime power
 2. Deter major power war
 3. Win our Nation's wars
- Globally Distributed, Mission-Tailored Maritime Forces
 4. Contribute to homeland defense in depth
 5. Foster and sustain cooperative relationships with more international partners
 6. Prevent or contain local disruptions before they impact the global system